FREE!
24 PAGE GUIDE!

PLAYER'S GUIDE

Welcome to the complete guide to X2, the most graphically stunning shoot-'em-up seen so far on the Sony PlayStation! What follows is a guide through every conceivable aspect of X2, from how to kill the bosses, to which ships can carry the most powerful weapons. It's got everything you need to know, so stop wasting time reading this and move out pilot!

THE CRAFT

X2 features three craft designed to get the most out of everyone's playing styles. Each has its own special abilities which could be the key, or failure, to your success. The following lists show each ships complete weapon capacity and overall speed and power ratings.

XS01

The craft that is 'recommended' for you when you start the game, is the most average of the three. It has pretty good, but not great, speed and power, and can carry a fair stash of weapons. A good beginner's ship

GUN	3 STAGES
LASERSNAKE	3 STAGES
RIPPLE	4 STAGES
SIDE LASER	3 STAGES
HOMING MISSILE	2 STAGES
PLASMA	4 STAGES
STANDARD MISSILE	2 STAGES
FIRE	4 STAGES
ELECTRIC CRACKING LASER	4 STAGES
HOMING LASER	4 STAGES
PLASMA STAR BOMB	2 STAGES
MULTIPLE	3 STAGES
DUAL	4 STAGES
MEGABOMB	4 STAGES

XS02

If you want power people, you got it! The craft that can stash the most weapons suffers from being the slowest. But weapons powered up, your enemies are gonna know about it!

GUN	3
LASERSNAKE	3 STAGES
RIPPLE	5 STAGES
SIDE LASER	3 STAGES
HOMING MISSILE	3 STAGES
PLASMA	5 STAGES
STANDARD MISSILE	3 STAGES
FIRE	5 STAGES
ELECTRIC CRACKING LASER	4 STAGES
HOMING LASER	5 STAGES
PLASMA STAR BOMB	3 STAGES
MULTIPLE	4 STAGES
DUAL	5 STAGES
MEGABOMB	4 STAGES

XS03

From one extreme to the other! Whereas the 02 is a chugger, this one positively motors. The advantage is that you can dodge your way out of tricky situations, but is it as reliable as a hard blast?

GUN	3 STAGES
LASERSNAKE	2 STAGES
RIPPLE	3 STAGES
SIDE LASER	2 STAGES
HOMING MISSILE	2 STAGES
PLASMA	3 STAGES
STANDARD MISSILE	2 STAGES
FIRE	3 STAGES
ELECTRIC CRACKING LASER	2 STAGES
HOMING LASER	4 STAGES
PLASMA STAR BOMB	2 STAGES
MULTIPLE	3 STAGES
DUAL	3 STAGES
MEGABOMB	3 STAGES

WHAT ABOUT THE WEAPONS?

Well X2 features more than you possible hope for, with all manner of electric lasers, homing weapons and smart bombs. Take a closer look...

SHOTS PICKUP

GUN
A non homing weapon that is the dullest thing here. Upgrade quickly or you'll die horribly!

RIPPLE
The first 'proper' weapon from Level One is a smart looking twin shot. Twice the pain!

PLASMA
Power this three way shot to the full, and certain destruction will be yours for sure!

HOMING LASER
Easily the best shot you can have. Three way homers kick some serious and deadly butt!

FIRE
This current of flame has best effect when used up close to an enemy. Barbecued alien!

DUAL
Don't expect to find this before at least level 5!

EFFECTS PICKUPS

SIDE LASER
Add another angle to your attack to help get rid of pesky ground based turrets.

ELECTRIC TRACKING LASER
Acts as a shield against smaller bullets and also homes in on any enemies close by. Cool.

LASERSNAKE
Another homing weapon, this shot can be good when it's powered up.

MISSILE PICKUPS

STANDARD MISSILE
Up to four forward firing missiles will leave foes quaking in their boots.

HOMING MISSILE
Same as the Standard, except that it homes in. Strange that...

PLASMA STAR BOMB
A small, violet coloured star is difficult to shake off once it's locked on!

SHIP PICKUPS

SHIELD
Provides you with temporary invulnerability. Use whenever you can!

SPEED UP
You'll feel the benefit of these even more if the ship you're playing with is the XS02.

ENERGY
A very handy one to get. It'll completely refill your energy bar once collected.

SPECIAL PICKUPS

MULTIPLE
Makes one small drone appear around your craft that fires single bullets straight ahead.

MEGABOMB
Will give you one extra smart bomb. Bosses usually drop two of these.

METROPOLIS UNDER FIRE

This is where the real game starts! It's time to test your gaming prowess to the max people, and find out just how good you really are. Expect an easy ride for this level, just to get you into the feel of the game. But after this...

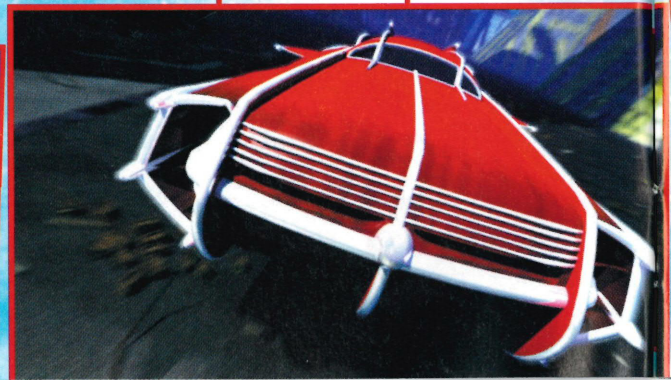
Yellow Five Formation
Move to the top left or top right and just keep shooting. The line of five formation will pose no problems and you'll get past easily. A missiles pick-up will be released if enough of these pesky vermin are shot.

Robot
Stay on the lower right part of the screen to easily avoid his shots. Keep shooting his legs while avoiding his lasers and another juicy shot pick-up will be released for your arsenal!

Yellow Half-circle
Move level with the top of the buildings in the background and stay near the left side of the screen. When one formation appears keep shooting, but looking for the tiny bullets. For every set you kill, a nice pick-up will appear.

Two Green Robots
Stay on the lower right-hand side of screen for a start. Then basically keep moving around the top and bottom of the enemy, as his guns track you. The quicker you move, the less likely you are to get shot. Each of the two robots move identically. Some more pick-ups are your small reward for the kill.

Blue Shooting Shells
Stay around the middle-top of the screen shooting the shells, and you'll receive one pick-up for your troubles. Wait until this turns to the trusty Ripple Laser.



Blue Rotators
Move just below your score at the top of the screen and keep shooting. From here, you'll be able to take out every wave from relative safety!

Electric Wheels
There are two options here. Stay in the very centre of the screen, to completely avoid any of their fire or wait until they all move in close and Megabomb them. At least three or all of them will be killed, and they all release those sexy missile pick-ups.

Five in Formation
There is no point going for all of these, as they don't hold anything. Simply stay in the back half of the screen, in the centre area and keep shooting the rascals!

Red Dragon
The dragon moves towards your position when he enters and then moves opposite to your very next position, alternating between the two. With this in mind, keep moving from around the top-left corner to the bottom right, always shooting. This should be enough to see him off.

Boss Monster
Stay in the very top-left corner and keep shooting and you'll never get hit. When it begins to open, go one ship size above the middle of the screen and keep shooting. When the centre is fully exposed, let off the two remaining Megabombs you have, and it should blow up before closing again. If not, repeat the process until it does.

COMMAND TOWER

A general hint for this level is to shoot the ground and ceiling turrets as soon as they come into view. This stops unwanted ground bullets hitting you!

1

Twist Shooter

Enemies appear from top to bottom in groups of five. Shooting the first two sets shouldn't be a problem if you stay toward the back-centre of the screen, but after that you may have to dart through the gap to safety. They do release a lot of pick-ups though. Try to pick the icons up when they are Plasma, as they do much more damage to the aliens!

2

Red Morpher

Keep to the left middle of screen, just enough for your shots to pass the top of the cliff. This way you'll kill them before they start shooting. Keep to the top-middle of screen and you should be safe.

3

Yellow Wasps

They attack in a very similar fashion to the Red Dragon from Level One. But this time there's three of them and they're quite a bit faster. Shoot as many as you can and release a Megabomb if necessary. Try to go as low as you can on screen (between rocks) as they have limitations to how low they can go. Their shots can still get you, but it's better than running in to them. There's also one or two missiles to be collected here.

4

Falling rocks

Move as close to the rocks as possible and start firing to blast a way through. If you don't think you'll make it, a Megabomb will help do the trick.

13

Rotating balls

By now, you should have the top firepower for Plasma, so this part shouldn't be a problem. Shoot every formation as it comes down, by starting in the bottom-middle of the screen, and work your way left or right depending on their movements. A few pick-ups are yours to be had here – be greedy.

14

R-Type enemy

These completely cage you in and circle around you shooting at the same time. Each small section doesn't take too long to kill, it's just the sheer volume of them that doesn't give you a chance to eliminate them all. A Megabomb is pretty useful, but other than that, it's time to start dodging!

15

Boss monster

Immediately head to the very top-right as you're safe here. Once the boss has retracted into the background, move to the bottom-left and shoot at the bottom of the boss which is firing missiles. This will stop some of them getting at you, but not all of them. Once he retracts again immediately go to the top-right corner again and repeat the process. Any Megabombs you have are also extremely useful here.

5

Yellow Morphers

Head for the bottom of the screen straight away and take out the gun turret. Then move up slightly so you can take out the lower formation of baddies. Concentrate on shooting them. You **CANNOT** kill all of them.

6

Worms

If you manage to kill the worms they'll release pick-ups, but otherwise stay in the top of the screen, just below the sun in the background and keep shooting.

7

Red and Black Wobbler

That will take out the lowest wave of these things, while avoiding the Worms. Some of them will drop pick-ups for you. Then shoot through another set of huge rocks – like working in a mine innit!

8

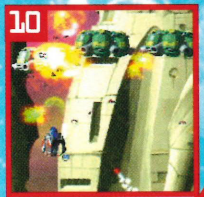
Spinning Spitter

These will shoot three laser beams first straight ahead and if they aren't killed, they'll spit more shots at a 45° angle. Staying on one constant plane is again the best bet, just ahead of the centre point of the screen. This'll make sure you kill enough to make a path through to safety!

9

Red Rotator

As there are no pick-ups from these, so it's wisest to go straight to the bottom of the screen and take out all of the turrets because the planes don't need the destruction treatment.



10

Green Spitter

Move to the bottom-left of the screen and follow the first one right across, shooting as you go. Your firepower should be great enough to stop them all from hitting you and give you enough time to go back left to shoot the second formation. There are one to two pick-ups for you to nick here.

11

Yellow fly

Trying to kill these insectoid things is pointless, so move to the very top of the screen as soon as the Spitters have been killed to miss them all.

12

Laser Mine field

If you don't have a topped up weapon – Plasma is the best here – concentrate only on one side of the treacherous mines. Otherwise, skimming around the bottom of the screen, constantly shooting, should be enough to see all of them off.

THE BELT

The enemies on this level act pretty much the same as Level Two. A handy trick here, is that you can dodge most of the waves of enemies by flying through the meteor paths. All narrow gaps between the rocks can be squeezed through, so if in trouble try and make use of them.

1

Silver Ships

Ignore the first wave of these by positioning yourself so they fly underneath you when they curve out. Quickly move to the top to middle of the screen and start shooting while working downwards to kill off the second wave. Again move to the top and work backwards while firing for the third wave. Wave four should also be dispatched in a similar way. Five and six can be dodged easily, so once missed, keep to the left and you'll go down into a new meteor field and the next wave! Don't you just love rocks? No.

2

Green Ships

As soon as you're off again, start shooting immediately and finish off the first batch before they run into you at the bottom of the screen. Then, to avoid stress, use a Megabomb on wave two to clear some time for the third attack. Zoom to the top, work back firing for the fourth convoy, and try to dodge the fifth. Fly across the screen while firing to clear a path to the right-hand edge so you can dodge the sixth. Keep shooting to clear out the long seventh, move to the left-hand side and hold down that fire button as you ascend back up a plane.

3

More Silver Ships

Keep shooting and you'll be able to see off the first batch quickly, maybe having to dodge the last two or three ships, and all the others can be easily avoided if you stop firing and just pilot the craft around. Then you'll go back down a plane to even more meteor paths and more frolics!

4

Red Nasties

These are far too quick to be able to shoot successfully, so this is where another bit of nifty steering comes in handy. The paths are a bit narrower, but as long as you remember that the rotating bits on your ship can skim the edges of meteors and only the centre part can be destroyed.

5

Boss Monster

This is **TOUGH!** Start by skimming left-to-right, avoiding the main gun turret's bullets – it's positioned in the centre of the craft. Then after the enemy has regrouped watch out for the two big laser cannons. The tactic is to get in the middle of the bolts when they fire outwards and one outside of them when they're firing inwards. Then it's back to the main turret, and that will keep firing until destroyed. Once gone reams of missiles will come pouring out of the same point as the turret, so try and shoot at them straight away to stop yourself getting surrounded. Keep plugging away at these missiles and soon, it's good night Vienna!

WORLDS OF ICE

Start being a little conservative now. The waves of aliens are coming thick and fast, so to expect to be able to kill all of them is more than a little foolish. Pick a wave to kill, and stay on it. Moving all over the screen will cost you lives!

Weeble Root

Two lines of robots come down at you here and no matter what firepower you have nothing will be able to kill all of them, so concentrate on one line. Occasionally, a pick-up will be released to help you!

Spiky Star

Two sets appear simultaneously from either side of the screen. They aren't that difficult to kill but the their speed is the most annoying thing. Try to stay around the middle-left of the screen, avoiding scenery and killing one set of stars. A Megabomb may have to be used to give yourself some breathing space.

Claws

This big enemy drops Laser Mines down at you. If you keep exactly level with the centre of this enemy you won't get hurt. Beware as he goes off-screen in a vertical fashion, in other words, right down at you. So shoot him quickly and they will deliver a Shot pick-up.

Queeks

The next batch of enemies come thick and fast, so don't bother killing all of them. Move as far to the left as you can without hitting any scenery and keep that shoot button down! Pick-ups can easily be obtained on this screen.

Yellow Mechs

All they do is shoot standard shots vertically down the screen. Avoid these by flying in between space junk to the left as they don't deliver pick-ups anyway!

Wasps

These are **ROCK!** It's worth wasting a Megabomb on these because they release some cool pick-ups. Stay at the top of the screen and try to shoot them before they get too close. Once the pick-ups are released, wait for them to change to the Electric Tracking Laser as it's the most useful.

Turndown Alien

Keep level with the top of the rock as it appears on screen and keep shooting to kill all of these baddies before they get even the sniff of a chance to fire back.

Missile Wave

You'll probably encounter problems getting through, so concentrate on the top two lines and shoot these. Their shots travel slowly and aren't too much of a problem to avoid, as long as you watch out for the shots from the craft you don't happen to shoot.

Purple Dragon

When they arrive on screen stay level with their heads and just keep shooting. You won't take any hits and they'll release pick-ups as well. Now is the time to get the Homing Laser up to full power!

Spinning Wobs

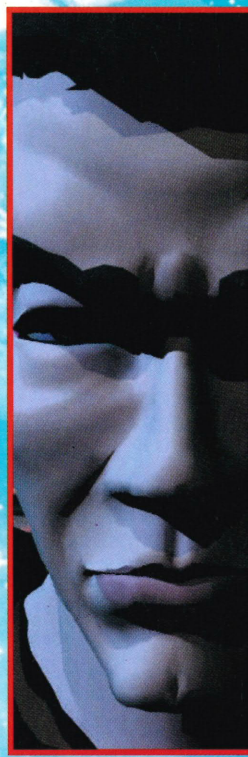
Keep as low on-screen as possible, but with enough room to be able to shoot over any of the scenery. This position will enable you to kill the Wobs before they attack.

Blue snake

Concentrate on shooting the top line only. Be aware of the snake movements when shooting and you'll be fine. No pick-ups from these though.

Boss Monster

Start by keeping left on screen, but vertically in line with its head. Move forward and slightly upwards when it's shooting and go back to attack when it stops. Timing the movements so that you dodge both sets of fire is important, so keep on looking at the Hand Laser, as that moves quicker. Also use your Megabombs!



THE STRONGHOLD

Now the scenery is starting to play a bigger part in the proceedings. It gets tougher to spot and more frequent, so you have to be as sharp as ever to avoid untimely deaths. Avoid the edges if you can, but that isn't always possible...

Blue Turners
Keep just above the pointy piece of scenery and shoot over it to kill them before they have chance to fire back.

Blue Spinners
Concentrate on the bottom line of baddies, as if you are fully powered-up with the Homing Laser – you should be by now – it'll also take out any of the ground turrets too. Pick-ups to be had here include the Fire weapon!

Giant Axe
It's very hard to shoot so just sneak past when it's fully left or right. Make sure to avoid the Plasma Stars it drops. If you can destroy it though, it delivers a very special pick-up for you.

Yellow Doublers
Move up and down the screen to avoid its shots. Do your best to shoot them as soon as possible as once they start firing, it's difficult to get near them.

1. Electric Split:
The first two tanks are easy, so concentrate on hitting either the top or bottom section of the enemy. Once one section is done, the whole thing will explode. There are about six of these.

Boss Monster
Fire all of your lethal Megabombs when the arms are attaching themselves to the main sprite. Shoot as much as possible while it's shooting red bullets. You can avoid hits by going into the small crevice in the bottom-left. Once a couple of its attacks have gone you have to come out. Make sure you go back to the middle of the screen before it starts to fire it's big white laser as this will kill you in only two hits! After this keep in the middle of the screen and keep shooting to gradually wear him away! When he explodes and sinks to the bottom of the screen cackle maniacally to yourself!

Laser Mine Field
Try going as close as you can while moving down the screen and shoot them with your main gun. But because they're travelling upwards you'll have to be very careful . The Tracking Laser should see off any turrets and tanks, but have your finger on the old Megabomb button in case it doesn't.

Popeye
Stay at the bottom of the screen, directly in the centre. They come flying in from either side, and as long as you keep shooting, you'll take out two of the four, and still manage to stop all their bullets from hitting you.

Spider
Wait until they're off ground to shoot them and you will get an Effects pick-up from every second one. No pick-up will be delivered if you shoot them on the ground though.

Mines
Easy, just shoot them. They'll also move slightly upwards when shot. Try to take out the turrets before you get into the bulk of the mines.

Blue Turners 2
Again use the scenery as an aiming device and position yourself so that your shots just go over the top. You should see off these weak enemies.

Big Cannon
Place yourself in front of each enemy and shoot for your life. This is tough, especially if you can't kill at least one, so Megabombs are useful here. Try the Homing Laser or Fire weapon for the best results.

Blue Divers
From here, stay at the top of the screen and take out the top couple, so that when they dive, you'll have the space to avoid them. Watch out for the scenery on the ceiling though.

Bomb Droppers
Keep at the bottom of screen, level with the small bombs they drop and fire. You should just sneak past before they can hit you.

RED PLANET APPROACH

From this level onwards the passwords don't become available any more meaning that every time you continue, you have to start from Level Five! You thought this was going to be easy?

Rockets

Ignore the rockets as they are pretty big, so as long as you're shooting all the time none of those should hit you. What you need to look out for is the small bullets that fire across the screen. Just make sure to concentrate on avoiding those to come at you to remain intact!

Circling Ships

These are hard to shoot! Stay in the bottom-left of the screen and try to avoid enemy fire by going up very slightly and down, right and back left again – you'll confuse their aim. More pick-ups are on offer when the last wave of enemies approaches. Move back into the middle-bottom of the screen.

Sideburns

Forget shooting anything fly straight to the top of the screen and you'll be safe. Don't worry about any more enemies after this as the game switches back to sideways scrolling.

Invert Chase

Go around the screen in circles to confuse them as killing them is absolutely pointless. Just dodge them, okay Buck Rogers?

Metal U-bends

Direct your main fire at shooting the balls these things drop at you. Try to get past the first narrow passage before balls start bouncing off this as it's much tougher being beneath after this. Try to kill some as they release pick-ups.

Reams of Red

What now follows are a load of fast moving, but weak ships. Use the Homing Laser – or whatever weapon is powered up the most – and stay about a third of the way down the screen and pump 'em full of lead. For every two sets you clear a pick-up is your bonus.

Purple Wobbles

You have no choice but to attempt to take on all of these baddies as the top route is blocked by rocks. Megabombs and your most powerful weapon are what's required – a slice of luck may help too!

Asteroids

Stay at the bottom of the screen and shoot away, as the enemies circle around and about the asteroid. Shoot them all for a pick-up.

Meteor Shower

Although the sky is raining rocks, they are pretty weak compared to the firepower you have now. By staying in one position near the back of the screen, and shooting, you should always have enough time to clear a path.

Boss Monster

There's no real dead cert way of doing this, so here are the a couple of hints to help you: don't stay in one place, as it charges at you, trapping and eventually destroying you. Also, when its gun, at the bottom of the body, starts to rise before it fires, make your way to the bottom of the screen. Other than that, the best way is to just stay on the move and keep firing all the time!

CRIMSON DUSK

The first four waves of enemies on this stage all provide pick-ups if you shoot enough of them, so this is an ideal point to start stocking up, and maximising some of your stronger weapons for the future levels.

Saw Dragon

The "knife" it releases is very hard to avoid, so if you have Side Lasers you can shoot the Dragon by keeping above and under it as much as possible – the knife can't reach you. The enemy itself will hunt you, but its pattern is somewhat predictable. Once destroyed it delivers special pick-ups which includes a Shield!

Conductor

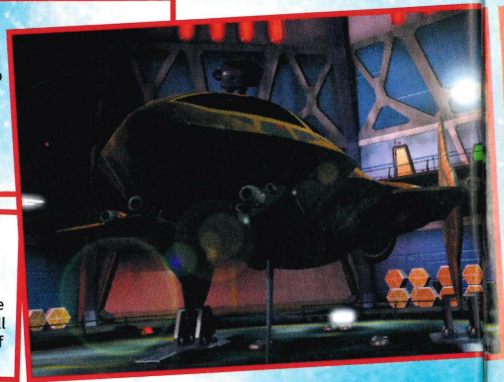
Keep left on screen and move up and down with its movement pattern to shoot it. These shouldn't pose too many problems at this stage. It will leave an Effects pick-up too.

Yellow Rotters

Keep to the bottom-half of the screen and fire. This way you'll avoid most of their fire and still manage to kill enough to get yourself a Shot pick-ups.

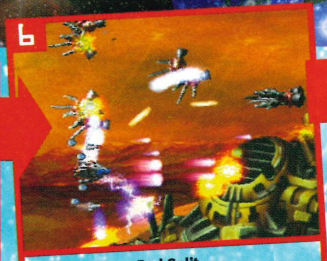
Migga

Follow their pattern vertically, staying on the left side of screen and shoot like crazy. The Fire or Dual weapons are probably best here. As with the previous enemy you eradicated they'll deliver a Shots pick-up!



Pods

Go to the top of the screen and shoot. The enemies usually appear in groups of five, so time your moves forward at these points. Don't go too far ahead though, as the enemies will appear directly underneath you and destroy you.



Red Split

Shoot them as soon as they come on-screen, to scupper most of their attacks, but beware as their middle shot will probably still get through anyway. Move slightly up and down in order to dodge death.

Grey shooter

Stay on the left-hand side of the screen while fairly high up. By this time you should have the Sideshot, so aim it at the enemies coming up from below you. Also dodge any of their shots that manage to get through. If you don't have the Sideshot, try getting as close as possible to their formations and use your main gun to shoot them.

Boss Monster

This transparent monster-thing, travels around the screen in circular formations. But be aware of going too close to the edges of the screen as you can crash into the background. If you have caught a Shield from previous enemies, go to the centre of the boss and release any Megabombs you have. After a while this enemy fires Laser Mines always heading off-screen. These travel slowly, so you have to take them into account when dodging boss movements. Basically if you keep going in a circular motion around him, firing all the time, he'll be dead before you know it!

Red Shooter

Easy to avoid by staying left and low on-screen. Pay attention to the background coming up below you after a while. Wait for a gap and travel through as soon as possible. He delivers a Specials pick-up, including a Shield which comes in handy for your forthcoming encounter with the boss enemy..

SUBTERRANEA

Things are hotting up in more than one way! As if the fact of being a whisker away from the end wasn't enough, a hell-like setting for this level turns up the heat even more! There are some cool looking, but deadly, enemies on this stage.

Crab

Stay at the top of the screen as these giant claws are pretty nasty. It's possible to kill them and they'll release pick-ups, but generally it's better to let them chomp at air. Also watch out for scenery coming at the top, as you'll have to time your movements around the chompers.

Catflap

Keep shooting this bizarre creation until it lifts up and then dart past. Hold back from firing until it's off-screen because it may backfire on you. And don't bother trying to kill it – it's completely invincible.

Jellyfish

Keep low on-screen and concentrate on the lower line of enemies. Some of them will deliver Specials pick-ups. They can be dodged by going as low as possible on-screen, but that confronts you with many other obstacles. It's much better to just shoot at them instead.

Green shells

Again don't try to shoot all of these, just condense your shooting on the higher batch. The reason for this is that if you're in trouble, there's a safe strip right at the top of the screen where you appear to avoid the enemy bullets.

Yellow Blob

Stay on one level and continue shooting at the fading enemies. Once they disappear, they'll reappear a few places further on, so it's vital to destroy them quickly, otherwise they could appear right on top of you!

Greenwave One

Stay left on-screen and fire at the line on the far-left. Keep in mind wall turrets fire at you, so you have to move up and down the screen slightly to avoid their fire.

Pink spin

Stay directly below them to avoid their fire and shoot each of them one by one. If you miss one you're going to get hit by its fire and there's no escape. They will drop random pick-ups once they're destroyed.

Orange monster

Keep in line with the middle enemy, shoot it and you'll be alright. Try if possible to shoot the enemies next to it as well to give you a little more movement space.

Dragonfly

Stay really low on-screen and don't even bother to try and shoot them. Sneak past any obstacles when there's a gap in the enemy fire. When the last enemy goes off-screen keep shooting and go to the right to push up yet another Catflap.

Falling Rocks

Keep to the right side of the screen, constantly shooting, to avoid any falling rocks as well as the fire coming up beneath you. You surely are in hell now!

Boss Monster

The trickiest boss in the game awaits here! Firstly, fire all your Megabombs as close to its head as is possible. The best you can do from now on is estimate its movement and just before it's about to fire, go to the top-left or bottom-right of the screen and pray that the dragon's head is too far away for the fire to hit you. Once you've managed to destroy him allow yourself a smile!

FINAL CHALLENGE

The final challenge...or is it? As you would expect with the final level, it's rock hard, with loads of potential aliens to stop you just a stone's throw away from the target. The Dual weapon really comes into effect now, so use it all the time!

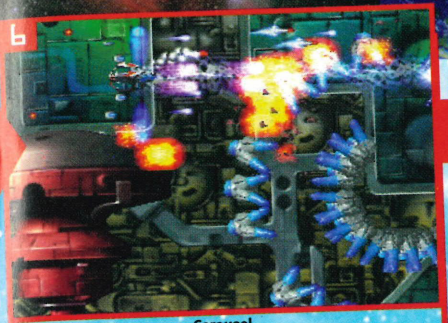
Moving floor
Wait until the moving floor is half-way across on-screen and enter the lowest gap. Follow it until you think there is no escape and drop down a level, looking out for the mushroom shaped wall at the bottom of the screen. This should then give you enough time to exit all of the moving bits in a proper man

Double Circle
Go into the circle when there's a gap and keep a small distance away from the centre to avoid getting shot. **BEWARE** you may take some hits here! Try shooting as much as possible on the red coloured enemy. if you destroy it the whole circle goes down!

Red Wave One
Position yourself so that you're going to be able to shoot the bottom line of the enemy wave. This way you'll get a chance to shoot all of the ground obstacles as well – which is needed. Move horizontally back and forth slightly to avoid enemy fire. Pick-ups are on offer!

Rising Gas Leaks
Try to shoot the enemy as low as you possibly can, in order to create a gap to get into when the gas flame has gone out. If you muck up, or get stuck, release one of your deadly, yet effective Megabombs. As long as you avoid the gas flame which will kill you with only two hits! Nearly there soldier!

Green Spinners
Stay on the far-left side of screen, in line with the first Green Spinner and shoot all you can. Then alter your position according to the next Spinner. Every alien shot will give a Shot pick-up.



Carousel
These creatures move in groups of three. Try to shoot out groups next to each other rather than random enemies in order to create a gap. Once you have a gap get in there and start shooting, and the rest will disappear quickly.

Green Contraptions
A bog standard enemy by now! You've seen them all before, so it shouldn't be a problem. Kill! Kill! Kill! Marine!

Big Robot
These are exactly the same as the ones from the first level. Simply stay about four ship's lengths away from the feet, shooting at them while moving up and down to avoid crashing into him. The first will release a Missile pick-up, but you may not get time to kill the second sucker.

Boss Monster
Fire your Megabombs when he turns up on-screen. This boss moves in a set pattern which is fairly easy to learn. Basically, you need to move to wherever it **ISN'T** tilting. So if the ship points downwards you move to the top of the screen and vice versa. When it gets really close, just move to the top or bottom of the screen to avoid it completely. The blue bullets it's firing can be shot easily, but the yellow ones you should avoid as they kill you in just two hits. You know when it's about to fire yellow shots as there's a slight pause before it releases them!

Red Spider
Loads of these drop down from the ceiling and spit fire at you. Stay at the bottom of the screen and only move when a spider comes even lower than usual – logic will prevail for you to move lower when they drop! Don't bother trying to kill any of them as it's pointless.

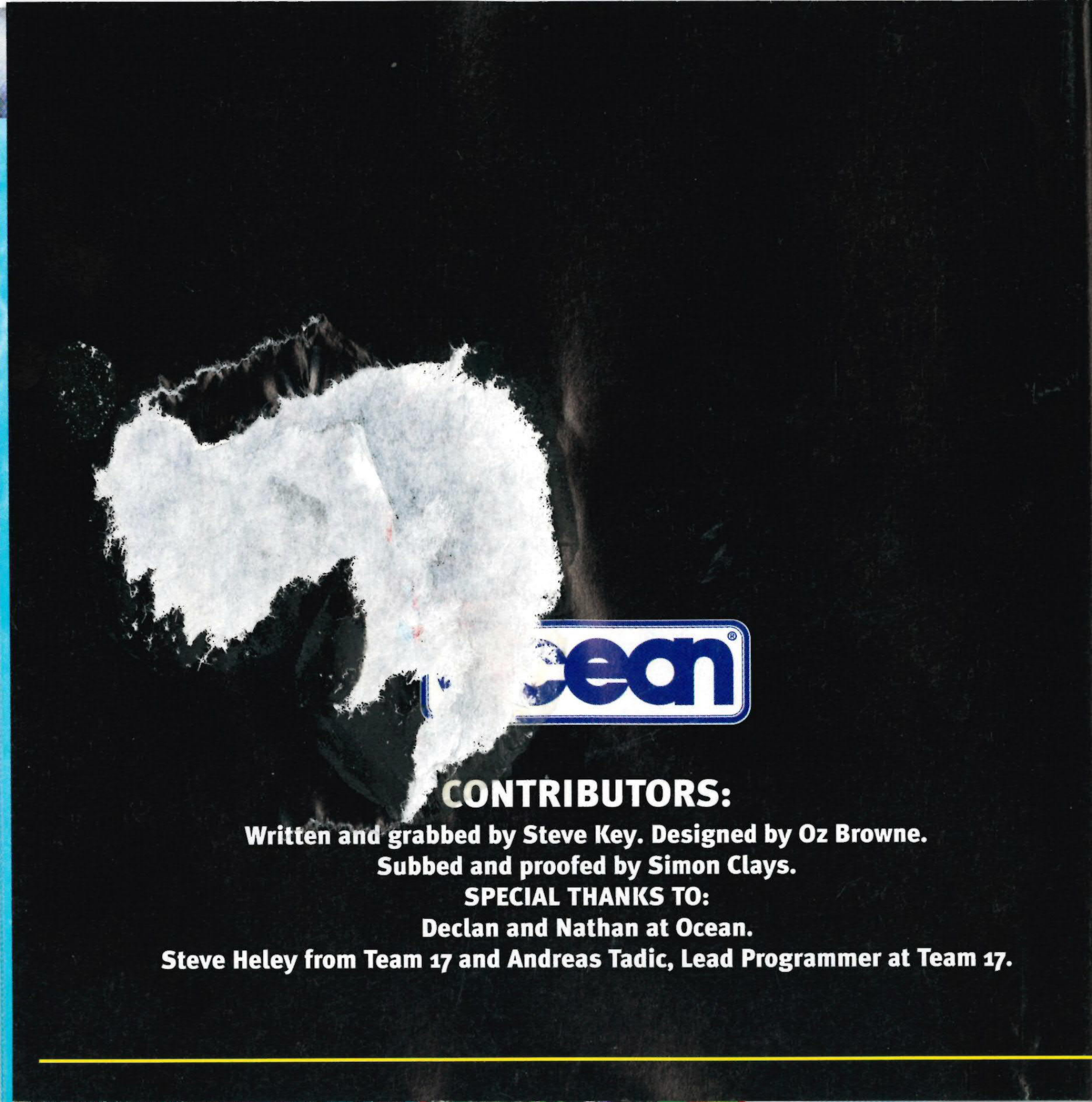
CRITICUS

The Mother Alien is mean, as you've only gone and destroyed all of her minions! If you follow the description below it'll prove a lot easier than most final boss characters. Give yourself a pat on the back for managing this far!

1 The Mother Alien

This is a lot easier than you may first imagine. Firstly, when you arrive in the chamber quickly fly underneath the alien, avoiding everything, and go to the very top of the screen above her. If you've done this quickly enough, she'll begin to move back the other way in anticipation for you coming back around. Here's the tricky part: you have to keep slowly moving backwards and forwards so that the tail is always facing you,but never touches you. Even when she lunges forward, the tail will come back towards you, so make sure that you never drift too far in one direction so she spins back around. All the time you're doing this, keep shooting and eventually she'll die and you shouldn't have sustained a hit!

After you've killed her, lots of small spiders will crawl up from the hole in the centre of the screen. These need not be shot. All you have to do is just avoid them to complete the game!



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